FIG. 1

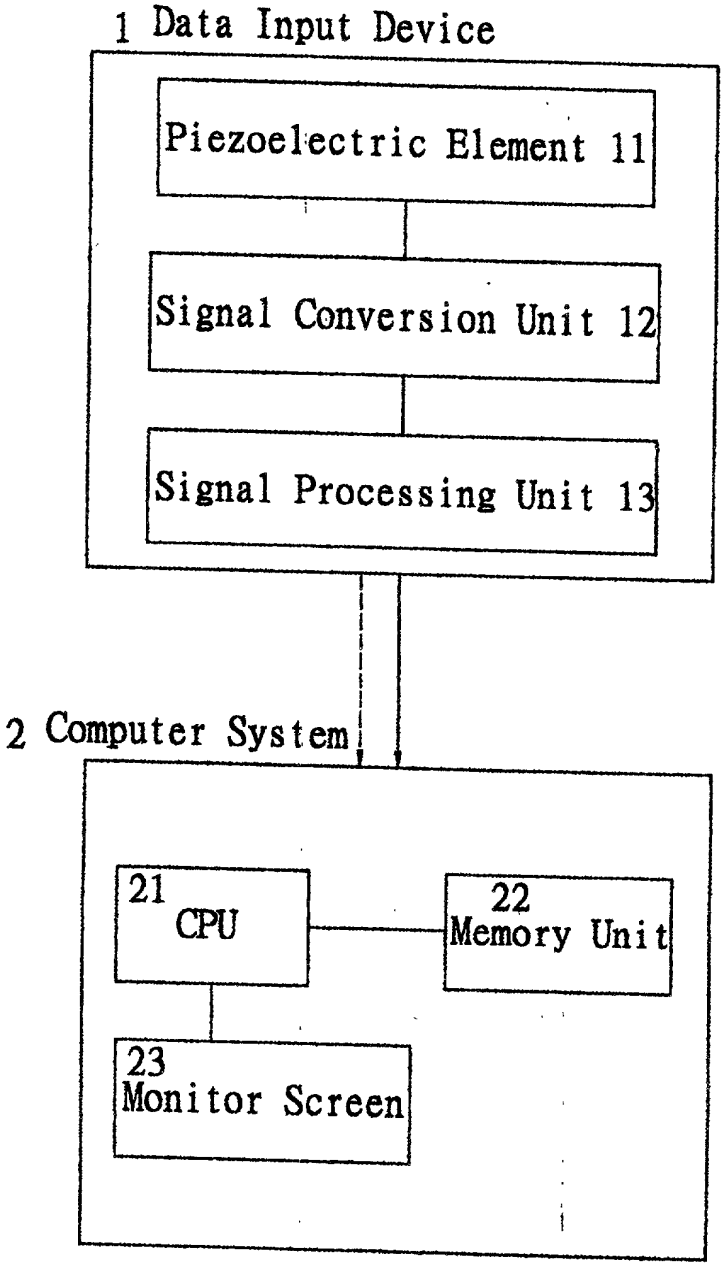

1 Data Input Device
Piezoelectric Element 11
Signal Conversion Unit 12
Signal Processing Unit 13
2 Computer System
21 CPU
22 Memory Unit
23 Monitor Screen

FIG. 2

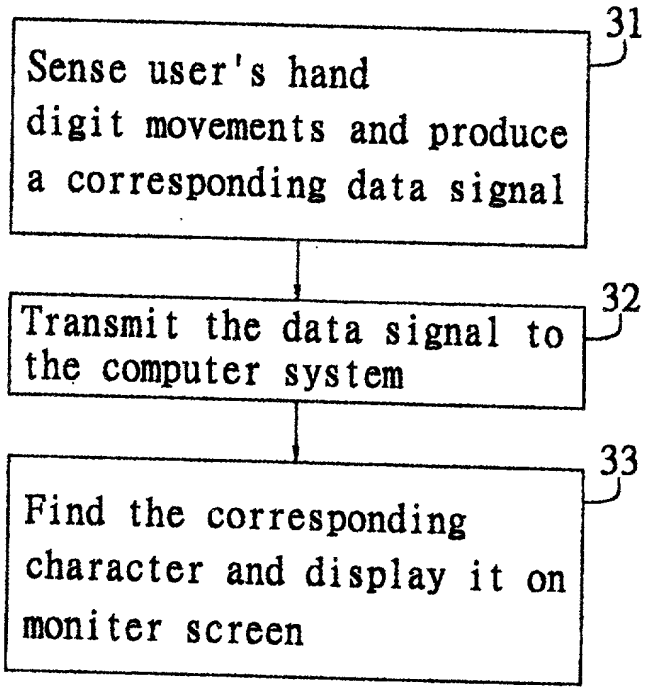

Sense user's hand digit movements and produce a corresponding data signal
31
Transmit the data signal to the computer system
32
Find the corresponding character and display it on moniter screen
33

FIG. 3

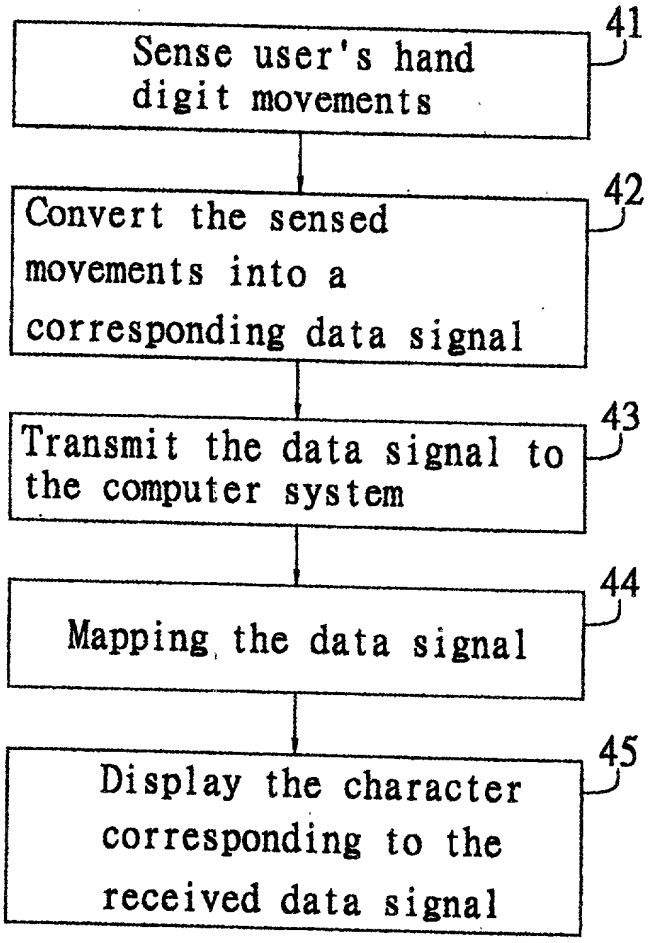

Sense user's hand digit movements
41
Convert the sensed movements into a corresponding data signal
42
Transmit the data signal to the computer system
43
Mapping the data signal
44
Display the character corresponding to the received data signal
45

FIG. 4

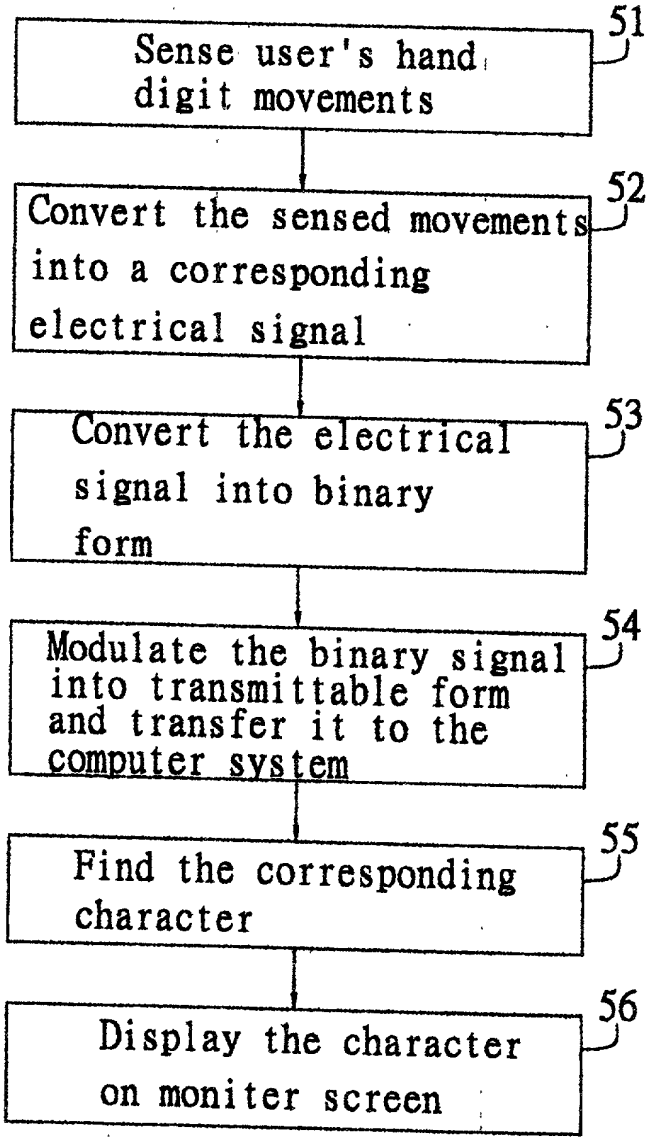
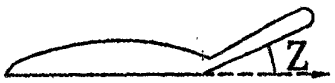

Sense user's hand digit movements
51
Convert the sensed movements into a corresponding electrical signal
52
Convert the electrical signal into binary form
53
Modulate the binary signal into transmittable form and transfer it to the computer system
54
Find the corresponding character
55
Display the character on moniter screen
56

FIG. 5(a)



$0^\circ < \angle Z < 20^\circ$

FIG. 5(b)

$35^\circ < \angle Z < 55^\circ$

FIG. 5(c)

$70^\circ < \angle Z < 90^\circ$

FIG. 6

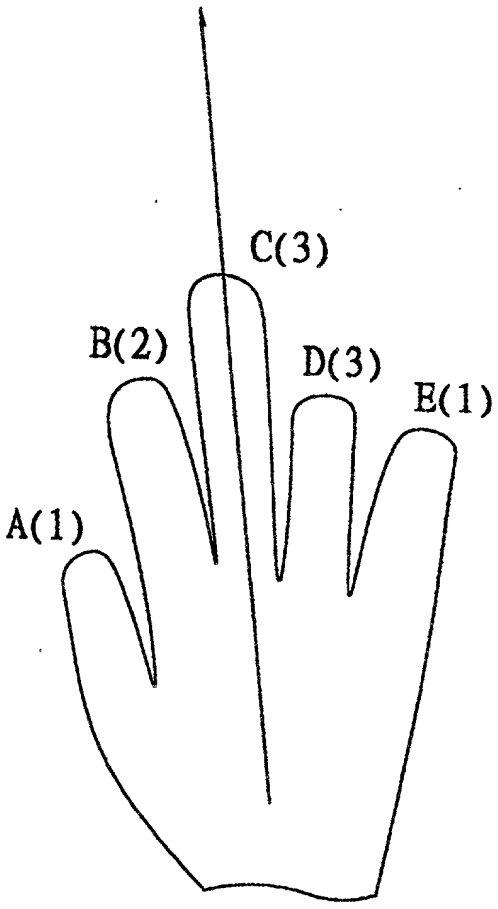


FIG. 7

Pattern of hand digit movements	corresponding character
A(1)B(1)C(1)D(1)E(2)	Numerical symbol "1"
A(1)B(1)C(1)D(1)E(3)	Numerical symbol "2"
A(1)B(1)C(1)D(2)E(1)	Numerical symbol "3"
A(1)B(1)C(1)D(2)E(2)	Numerical symbol "4"
A(1)B(1)C(1)D(2)E(3)	Numerical symbol "5"
A(1)B(1)C(1)D(3)E(1)	Numerical symbol "6"
A(1)B(1)C(1)D(3)E(2)	Numerical symbol "7"
A(1)B(1)C(1)D(3)E(3)	Numerical symbol "8"
A(1)B(1)C(2)D(1)E(1)	Numerical symbol "9"
A(1)B(1)C(2)D(1)E(2)	Numerical symbol "0"

FIG. 8

Pattern of hand digit movements	Binary Code (8bit)
A(1)B(1)C(1)D(1)E(2)	00000001
A(1)B(1)C(1)D(1)E(3)	00000010
A(1)B(1)C(1)D(2)E(1)	00000100
A(1)B(1)C(1)D(2)E(2)	00001000
A(1)B(1)C(1)D(2)E(3)	00010000
A(1)B(1)C(1)D(3)E(1)	00100000
A(1)B(1)C(1)D(3)E(2)	01000000
A(1)B(1)C(1)D(3)E(3)	10000000
A(1)B(1)C(2)D(1)E(1)	10000001
A(1)B(1)C(2)D(1)E(2)	10000010

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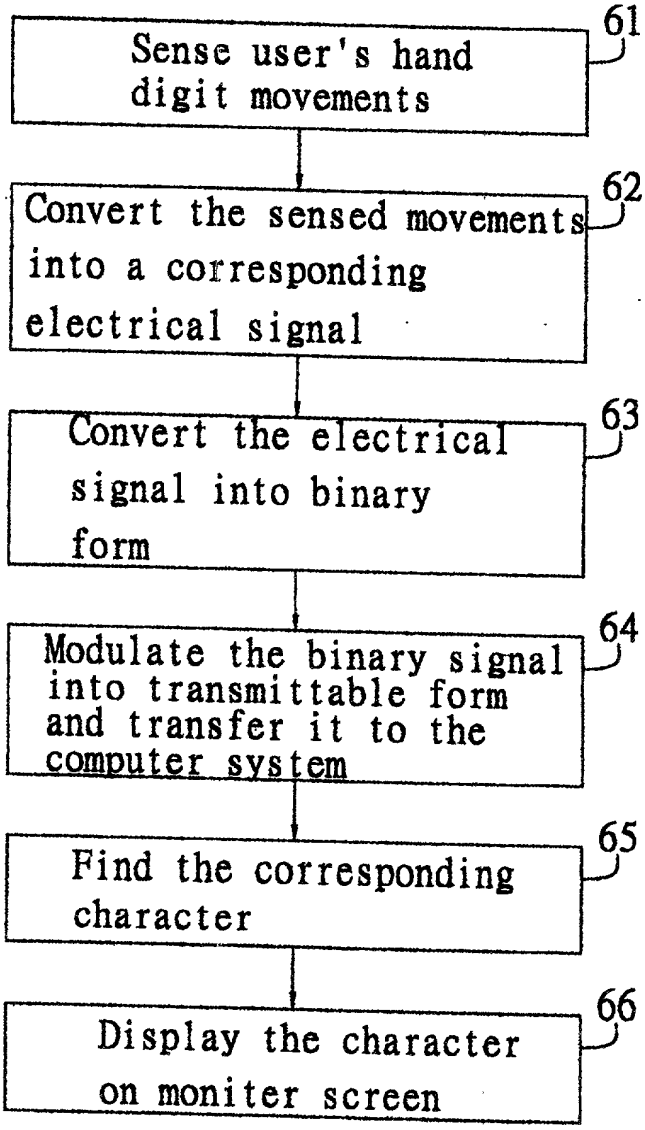
FIG. 9

Binary Code (8bit)	Corresponding character
00000001	Numerical symbol "1"
00000010	Numerical symbol "2"
00000100	Numerical symbol "3"
00001000	Numerical symbol "4"
00010000	Numerical symbol "5"
00100000	Numerical symbol "6"
01000000	Numerical symbol "7"
10000000	Numerical symbol "8"
10000001	Numerical symbol "9"
10000010	Numerical symbol "0"

FIG. 10


Sense user's hand digit movements
61
Convert the sensed movements into a corresponding electrical signal
62
Convert the electrical signal into binary form
63
Modulate the binary signal into transmittable form and transfer it to the computer system
64
Find the corresponding character
65
Display the character on moniter screen
66